



Lumpy Li

Sr. Interaction Designer

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Skills

Business understanding

Design-driven

Experience design

Usability test

Interactive prototype

Component library construction

Design Tools

Figma / FigJam

ProtoPie

Framer

Portfolio

 www.lumpyli.com

About Me

With over a decade of experience in interaction design, I have multiple successful projects from concept to completion. My work spans various fields including mobile apps, web pages, IoT hardware, WeChat mini programs and mobile games.

I possess a strong self-motivation, communication and execution skills. I am able to analyze product shortcomings from the perspective of users, and have a proven track record of optimizing product experiences through design-driven solutions.

Experience

Senior Interaction Designer @HYCAN Automotive

2019/12 - 2024/05

- Spearheaded core interaction design for the Hycan app, mini program, and website, serving 2M+ users.
- Directed end-to-end user interaction from onboarding and community engagement to vehicle ordering, pickup, usage, and after-sales service.
- Led product designs from concept to completion and iterative improvements.
- Utilized user feedback and data analysis to identify product shortcomings and drive design optimizations.
- Established design guidelines and maintained component libraries to streamline design and development.
- Stay ahead of design trends and technologies, integrating innovative concepts into product designs.

Interaction Designer @Viomi Technology

2019/07 - 2019/10

- Redesigned user interactions for multiple React Native plugins and optimized Mesh networking and design pages for the Viomi Mall App.
- Contributed to develop new interaction design guidelines for device control pages.
- Led the creation of interaction design standards for multiple screens.
- Built and maintained the design component library.

UI Designer @NetEase Games

2018/05 - 2019/06

- Contributed to the interaction design of NetEase's first global SLG mobile game Legend Rising Empire, recommended in multiple App Stores.
- Designed and optimized core gameplay systems, including combat, alliance, holiday events, faction, and production systems.
- Adapted the game interface for multiple languages, ensuring a superior experience for global players.
- Secured an interaction design patent in the AR domain within the UX department.

Interaction Designer @Alpha Group

2016/03 - 2018/03

- Responsible for interaction design of JiaJia Robot and app, creating educational AI multi-modal voice interactions with ASR + NLP.
- Led the interaction design of three apps based on the Super Wings IP.
- Oversaw the Interaction design for the B2B Dogo mini program and backend system.
- Build and maintained design guidelines of Alpha OS and led the UCD team implementing various systems.
- Secured an invention patent for the Shake-to-Interact feature, patent number ZL201711144855.1.

Senior Product @Koridy

2013/05 - 2015/12

- Planned and developed multiple K12 tablet systems and core applications.
- Defined product requirements and led interaction design for the "Zaowanting" App, growing its user base to over 500k and earning recommendations and coverage from 36kr.